

CONFIDENTIAL

C/NTR-USA

NINTENDO DS™

**NEED HELP WITH INSTALLATION,
MAINTENANCE OR SERVICE?**
NINTENDO CUSTOMER SERVICE: WWW.NINTENDO.COM
or call 1-800-255-3700, MON.-SUN., 6:00 a.m. to 7:00 p.m.,
Pacific Time (Times subject to change)

TTY Hearing Impaired: 800-422-4281

**BESOIN D'AIDE AVEC L'INSTALLATION,
L'ENTRETIEN OU LE SERVICE ?**
SERVICE À LA CLIENTÈLE DE NINTENDO: www.nintendo.ca
Ou appelez le 1 (800) 255-3700 LUN.-DIM., entre 6 h 00 et 19 h 00 ,
heure du Pacifique. (Heures sujettes à changement)
Service à la clientèle ATS : 1 (800) 422-4281

**NECESITA AYUDA CON INSTALACIÓN
O REQUIERE SERVICIO?**
SERVICIO AL CONSUMIDOR: WWW.NINTENDO.COM
o llame al 1-800-255-3700 LUN. - DOM., 6:00 a.m. a 7:00 p.m.
Hora del Pacífico (Las horas pueden cambiar)

Número de TTY para individuos con impedimento
auditivo para Servicio al Consumidor: 1-800-422-4281

If you would like to order Nintendo parts, please visit our online store at www.nintendo.com or call 1-800-255-3700. This Nintendo product is not designed for use with any unauthorized accessories.

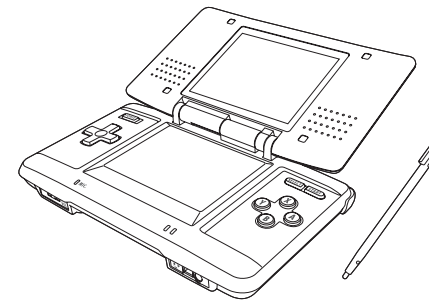
Si vous souhaitez commander des pièces pour les produits de Nintendo, visitez notre magasin en ligne à www.nintendo.com ou appelez le 1 (800) 255-3700. Ce produit de Nintendo n'est pas conçu pour son utilisation avec des accessoires non autorisés.

Si a Usted le gustaría ordenar piezas de Nintendo, por favor visite nuestra tienda en el sitio Internet www.nintendo.com o llame 1-800-255-3700. Este producto no está diseñado por uso con accesorios no autorizados.



Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98073-0957 U.S.A.
PRINTED IN USA IMPRIMÉ AUX E.-U. IMPRESO EN LOS EE.UU.

55877A



**INSTRUCTION
BOOKLET**

**MODE
D'EMPLOI (Pages 27-xx)**

**FOLLETO DE
INSTRUCCIONES (Pages xx-xx)**

CONFIDENTIAL

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

Please carefully read the following instructions and the separate **Health and Safety Precautions booklet** before setup or use of the **Nintendo DS**. If, after reading all of the instructions, you still have questions, please visit our customer service area at www.nintendo.com or call 1-800-255-3700.

Compatibility with Game Boy® Games & Accessories

The Nintendo DS will **NOT** work with the following games or accessories:

- Original Game Boy Game Paks
- Game Boy Color Game Paks
- Game Boy or Game Boy Advance Game Link® cables
- Game Boy Advance Wireless Adapter
- Game Boy Advance e-Reader
- Nintendo GameCube™ Game Boy Advance cable
- Game Boy Printer
- Game Boy Camera

The Nintendo DS is compatible with Game Boy Advance Game Paks in single player mode.



Nintendo DS includes RSA BSAFE Cryptographic software from RSA Security Inc. RSA and BSAFE are registered trademarks of RSA Security Inc. in the United States and/or other countries.

TM & ® are trademarks of Nintendo. © 2004 Nintendo. All Rights Reserved.
Nintendo of Canada Ltd., Authorized User in Canada.

WARNING: PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

Table of Contents

1	Health & Safety Information	2-3
2	Nintendo DS Components	4-5
3	Charging the Nintendo DS Battery	6-7
4	Using the Nintendo DS Stylus & Touch Screen	8
5	Using the Nintendo DS Wrist Strap	8-9
6	System Setup	10
7	Nintendo DS Menu Screen	10-11
8	Using Nintendo DS Game Cards	12-13
9	Using Game Boy Advance Game Paks	12-13
10	Wireless Communication & Game Play Modes	14-15
11	PictoChat™	16-17
12	Using the On-Screen Keyboard	18
13	Settings Menu – Changing System Settings	19-23
14	Troubleshooting	24-25
15	Warranty & Service Information	26

Nintendo products are protected by some or all of the following patents:

United States Patent Numbers:

5,207,426; 5,291,189; 5,327,158; 5,337,069; 5,371,512; 5,400,052; 5,483,257; 5,495,266; 5,509,663; 5,608,424; 5,708,457; D478,866; D468,743.

Canadian Patent Numbers:

2,037,909; 2,048,167; 2,049,899; 2,049,900; 2,049,914; 2,051,655; 2,055,718; 2,055,724; 96,338.

Other patents issued and pending in the U.S., Canada and elsewhere.

Health and Safety Information

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES. IF THIS PRODUCT WILL BE USED BY YOUNG CHILDREN, THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

Health and Safety Information

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and seek medical attention.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

⚠ WARNING - Radio Frequency Interference

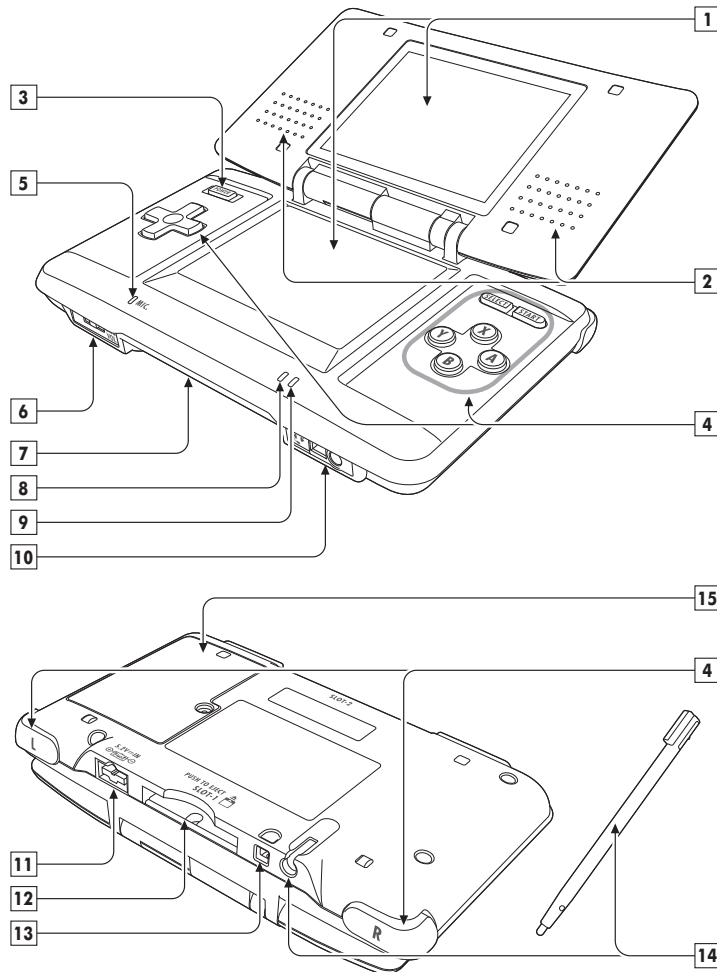
The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your physician or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

Refer to the separate Nintendo DS Health and Safety Precautions booklet for additional information on hardware and software precautions and maintenance.

NOTE: This product is latex and lead free.

Nintendo DS Components



Nintendo DS Components

- LCD Screens** – Twin backlit color liquid crystal displays. The lower display (the Touch Screen) is touch sensitive and should only be operated with a Nintendo-licensed stylus.
- Stereo Speakers.**
- Power Button (POWER)** – Turns system on or off. To prevent turning the system off accidentally during game play, you must hold the Power Button down for a moment before it will turn off.
- Control Buttons** – The +Control Pad, A, B, X, and Y Buttons, L and R Buttons, and START and SELECT. Used for game play control. See the instruction booklet for the game you are playing for specific game control information.
- Microphone (MIC.)** – Used with specially designed games that include the microphone feature.
- Volume Control (VOL.)** – Slide to the right to increase volume.
- Game Pak Slot (SLOT-2)** – For Game Boy Advance Game Paks or Nintendo DS accessories (sold separately).
Not compatible with Game Boy or Game Boy Color Game Paks.
- Recharge Indicator LED** – Lights orange while the battery is being recharged and turns off when charging is complete.
- Power Indicator LED** – Indicates power is on or off and battery life. Green color will change to red when battery charge becomes low. When LED turns red, save your game and recharge the battery to prevent loss of game data.
 - Rapid blinking shows that wireless communication is in progress.
 - Slow blinking shows that the Nintendo DS is in Sleep Mode.
 NOTE: If you close the DS while the power is on, it will automatically switch to power-saving Sleep Mode. It will resume normal mode when opened again.
- Headphone/Microphone Connectors** – For connection of stereo headphones, external microphone or headset (sold separately).
- External Extension Connector (5.2V IN)** – Allows connection of Nintendo DS AC Adapter (included) for recharging the battery or operation of the DS using household power. The Game Boy Advance Headphone adapter (sold separately) can also be connected.
- DS Game Card Slot (SLOT-1)** – For loading a Nintendo DS Game Card (sold separately).
- Wrist Strap Attachment** – For attachment of wrist strap (included). See pages 8-9 for more information.
- Stylus and Stylus Holder** – Always replace the stylus into the stylus holder after use.
- Battery Cover** – Can be removed to replace the rechargeable battery pack. See page 7 for more information on battery replacement.

Charging the Nintendo DS Battery

Do not use the Nintendo DS AC Adapter during a lightning storm. There may be a risk of electric shock from lightning.

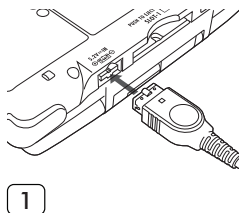
Before you use the DS for the first time, or after you have not used it for a long time, you must charge the battery. (If the DS will not be used for long periods of time, the battery should be recharged at least once every six months.)

The battery can be recharged approximately 500 times, but performance may decrease after repeated recharges, depending on usage conditions such as temperature. (Optimal charging temperature is between 50 and 104 degrees Fahrenheit.) Battery life may also decrease over time. After 500 recharges, battery life may be only 70% of the battery life when new.

It takes approximately four hours to recharge the battery. (The actual time varies depending on how much battery life you have left.) When the power indicator LED turns red, save your game and recharge the battery to prevent loss of game data. You can play games while recharging the battery, but the recharge time is longer when you do so.

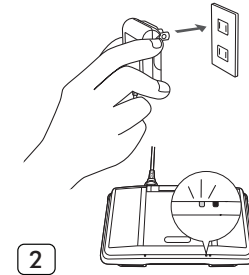
IMPORTANT: The DS AC Adapter is only for use with the DS and Game Boy Advance SP portable video game systems. It is not compatible with the original Game Boy, Game Boy pocket, Game Boy Color or original Game Boy Advance.

1. Insert the DC Connector Plug from the AC Adapter into the External Extension Connector on the back of the DS. (Illustration 1.)

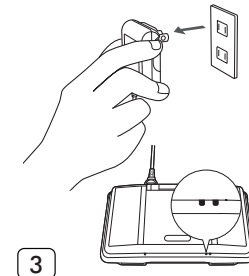


IMPORTANT: Be sure the DC Connector Plug is facing in the correct direction before inserting into the connector to avoid damaging either the plug or connector.

2. Swing the prongs out of the AC Adapter and insert into a standard 120-volt AC wall outlet. Be sure that the prongs are fully inserted into the outlet. The recharge indicator LED will light orange until the battery is fully charged. You can use the DS while recharging; however, will take longer to recharge the battery. **The AC Adapter should be correctly oriented in a vertical or floor mounted position.** (Illustration 2.)



3. When fully charged, the recharge indicator LED will go out. Remove the AC Adapter from the wall outlet and fold the prongs back into the housing. Remove the DC Connector Plug from the External Extension Connector. (Illustration 3.)



When disconnecting any plugs from the DS or wall outlet, carefully pull by the plug itself rather than by the cord.

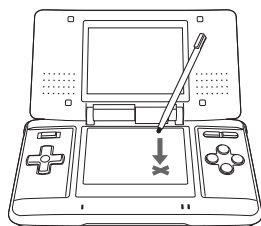
IMPORTANT BATTERY GUIDELINES:

- Do not remove the battery from the DS unless it needs to be replaced.
- Do not use any battery other than the Nintendo DS rechargeable battery. A replacement battery may be ordered through Nintendo's web site at www.nintendo.com (USA/Canada only) or by calling Customer Service at 1-800 255-3700.
- When recharging the battery, use ONLY the included AC Adapter, model no. NTR-002.
- When disposing of the battery, follow appropriate local guidelines and regulations. For information on battery disposal contact your local solid waste authority.
- If liquid comes into contact with the battery, do not reuse it. Call Nintendo Customer Service at 1-800-255-3700 for further instructions on battery replacement and possible service to your Nintendo DS.

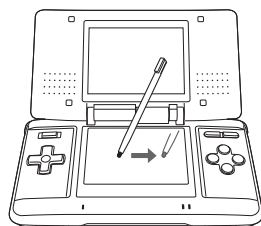
Using the Nintendo DS Stylus and Touch Screen

The lower LCD screen, or Touch Screen, is touch sensitive. For DS games that include this game control feature, operate the screen by using the included stylus.

Lightly touch or slide the stylus across the Touch Screen. (Illustrations 4 and 5.)



4



5

IMPORTANT STYLUS GUIDELINES:

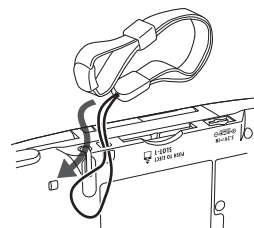
- Use the stylus **ONLY** on the **LOWER** Touch Screen.
- Use **only enough pressure** to operate the game. Excessive pressure may damage the Touch Screen.
- **Do not use the stylus if it is broken.**
- Use **only a Nintendo-licensed stylus** on the Touch Screen.
- Replace the stylus in the stylus holder when not in use.

Using the Nintendo DS Wrist Strap

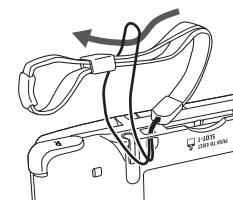
The wrist strap has a small plastic pad attached to it that can also be used on the Touch Screen. This pad is designed for use on games that work better with a sliding type of control. To use, first attach the wrist strap to the wrist strap attachment on the back of the DS. (Illustrations 6, 7, and 8.)

Place your thumb or finger against the plastic pad and slide the strap lock along the wrist strap to hold the pad in place as shown in illustration 9. **Do not over tighten the strap lock. It should just be tight enough to hold the pad in place.**

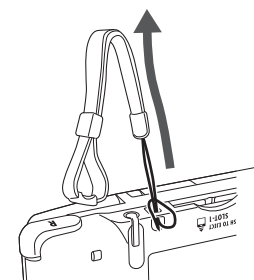
Lightly touch or slide the stylus across the Touch Screen. (Illustrations 10 and 11.)



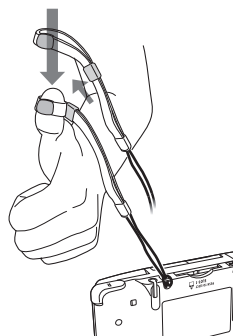
6



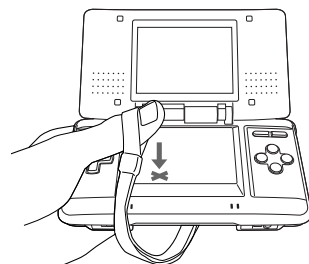
7



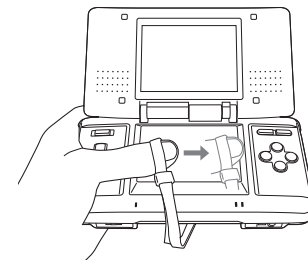
8



9



10



11

System Setup

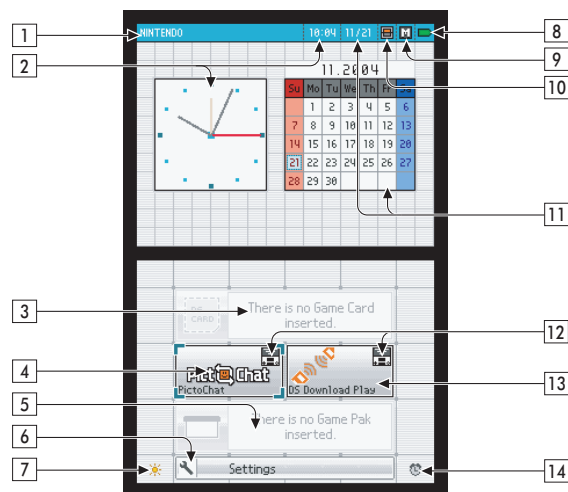
IMPORTANT PRIVACY INFORMATION: Nintendo DS wireless communication, including PictoChat™ (see page 16), is not monitored. This means PictoChat does not block messages from strangers. Similar to unmonitored internet chat rooms, children should be warned about receiving messages from, or communicating with, strangers. Up to 15 other DS users within range of your Nintendo DS may be able to view your nickname and messages within a selected chat room at any one time.

An adult should assist children with the system setup and instruct them not to use personal information and not meet strangers or give personal information to anyone because it could be read by a stranger. Whatever date you choose to enter as your month/day of birth (year is not asked for), an "it's your birthday" message will be communicated in the chat room on that date. For more information, visit www.nintendo.com/consumer/dsprivacy.

The first time the Nintendo DS is turned on, you will be asked to select the screen language. Use the +Control Pad or stylus to select a language, then touch "Yes" or press the A Button.

Follow the on-screen instructions to input your nickname, screen color, date, time, and month and day of birth (not the year). Press the B Button to step backward through this process if you would like to change the settings. You will be able to change these settings later from the Settings Menu on pages 19-23. For help using the on-screen keyboard, see page 18.

At the end of this process, the DS will save your settings and turn off. Turn the power on to go to the **Nintendo DS Menu Screen** shown below.

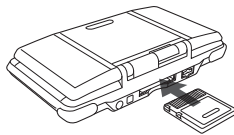


Nintendo DS Menu Screen

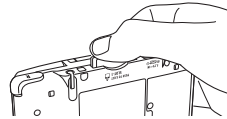
- User Name** - Can be adjusted from the Settings Menu. (Pages 19-23)
- Clock/Alarm and Current Time** - Can be adjusted from the Settings Menu. (Pages 19-23)
- DS Game Selection Panel** - Select to play a DS Game Card inserted into Slot 1. (See Using Nintendo DS Game Cards on page 12.)
- PictoChat Selection Panel** - Select to begin a PictoChat session. (See PictoChat on pages 16-17.)
- Game Boy Advance Game Pak Selection Panel** - Select to play a Game Boy Advance Game Pak inserted into Slot 2. (See Using Game Boy Advance Game Paks on page 12.)
- Display Light ON/OFF** - Touch to turn the display light on or off.
- Settings Menu Panel** - Select this panel to go to the Settings Menu to change initial setup information and other settings. (See Settings Menu on pages 19-23.)
- Power Indicator Icon** - Shows battery charge. This is green while the battery has a normal charge and will change to red when the battery charge gets low.
- Screen Startup Mode Icon** - This icon shows which startup mode the DS will use when turned on.
 - In A (AUTO) mode, the DS will automatically load a game if there is one in Slot 1 or Slot 2. The DS will load a DS Game Card automatically if both slots have games loaded.
 - In M (MANUAL) mode, the DS Menu Screen will appear. Can be adjusted from the Settings Menu. (Pages 19-23)
- Game Boy Advance Display Screen Icon** - This icon indicates which screen will display Game Boy Advance games. Can be adjusted from the Settings Menu. (Pages 19-23)
- Calendar and Current Date** - Can be adjusted from the Settings Menu. (Pages 19-23)
- Wireless Communication Icon** - Indicates that wireless communication will begin if this panel is selected. **NOTE: Use of wireless devices are prohibited in some locations. See page 3.**
- DS Download Play Selection Panel** - Select to use Single-Card Download Play mode. See Wireless Communication & Game Play Modes. (Pages 14-15)
- Alarm ON/OFF Panel** - Touch to turn the alarm on. Can be adjusted from the Settings Menu. (Pages 19-23)

Using Nintendo DS Game Cards

1. Make sure that the Nintendo DS is turned off.
2. Insert the DS Game Card into Slot 1 on the back of the system and push it until it clicks into place. The label should face towards the top of the DS. (Illustration 12.)
3. Turn the power on. The game title will appear. Touch the game title with the stylus to start the game. Refer to the instruction manual for the game you are playing for game instructions.
4. To remove your game, first turn the power off. Push the DS Game Card into Slot 1 until it clicks. It will automatically eject partway out of the slot. (Illustration 13.)



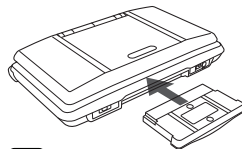
12



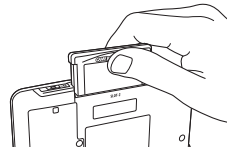
13

Using Game Boy Advance Game Paks

1. Make sure that the Nintendo DS is turned off.
2. Insert the Game Boy Advance Game Pak into Slot 2 on the front of the DS. Make sure it is fully inserted into Slot 2. The label should face towards the bottom of the DS. (Illustration 14.)
3. Turn the power ON. The game title will appear. Touch the game title with the stylus to start the game. Refer to the instruction manual for the game you are playing for game instructions.
4. To remove a Game Pak, first turn the power off. Push the cartridge out of Slot 2 with your thumb as shown. (Illustration 15.)



14



15

When you are finished playing, always turn your system off and unplug the AC Adapter (if you are using it) from both the wall socket and the Nintendo DS.

Do not wrap the AC adapter cord around the DS.

When not in use, close the DS to protect the screens from dust or damage.

NOTE: The power will NOT automatically turn off when the system is closed. If you close the DS while the power is ON, it will automatically switch to power-saving Sleep Mode. It will resume normal mode when opened again.

IMPORTANT GAME CARD/GAME PAK GUIDELINES:

- Always check the Game Card or Game Pak edge connector for foreign material before inserting it into the DS.
- Be sure to orient the Game Card or Game Pak correctly before inserting into the DS.
- Do not turn the power off or remove the Game Card or Game Pak while saving game data, or saved data may be destroyed.

Wireless Communication and Game Play Modes

NOTE: Use of wireless devices are prohibited in some locations. See page 3, Radio Frequency Interference.

The Nintendo DS wireless feature allows you to communicate or play games with other people without the use of cables. There are two types of wireless compatible DS games.



DS Multi-Card Play requires one Game Card for each DS system used. The number of players that can participate will be indicated under the icon.



DS Single-Card Download Play requires only one Game Card for one system (host system). The other players download the game information into their systems (client systems) using the wireless feature. The number of players that can participate will be indicated under the icon.

Look for these icons on Nintendo DS game packaging for the type of wireless game play used on specific games and how many players can play simultaneously.

DS Multi-Card Play

1. Make sure that all DS systems are turned off, then insert a Game Card into each system. Turn all DS systems on.
2. Use the stylus to touch the game title on the display to start the game. Refer to the instruction booklet for the game you are playing for game play information.

DS Single-Card Download Play

1. Make sure that all DS systems are turned off, then insert a Game Card into the system that will be the host system. Turn all DS systems on.
2. Use the stylus to touch the game title on the display of the host system to start the game.
3. On the client systems, touch the DS Download Play panel on the DS Menu Screen.
4. On the Game Selection Screen, touch the game title you wish to download. You will be asked to confirm your choice. Touch YES to download game information from the host system. Refer to the instruction booklet for the game you are playing for game play information.

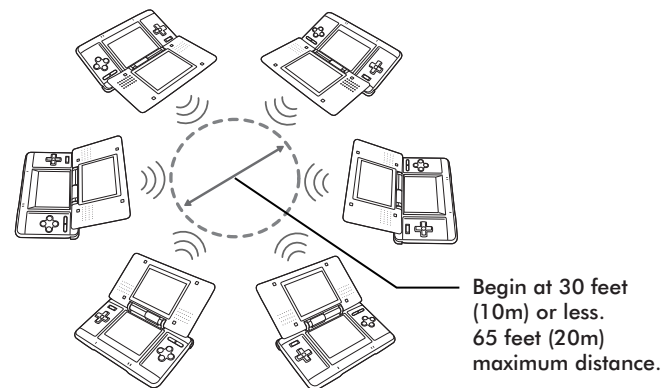
Wireless Signal Strength

During wireless game play, an icon will appear on either the upper or lower displays showing the signal strength of the wireless signal. The icon has four modes depending on the signal strength, as shown below.



IMPORTANT WIRELESS COMMUNICATION GUIDELINES:

- **Begin with the distance between systems at about 30 feet (10 meters) or less and move closer or farther apart as desired, keeping the signal strength at two or more bars for best results.**
- **Keep the maximum distance between systems at 65 feet (20 meters) or less.**
- **The systems should face each other as directly as possible, as shown below.**
- **Avoid having people or other obstructions between the DS systems.**
- **Avoid interference from other devices. If communication seems to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), move to another location or turn off the interfering device.**



PictoChat™

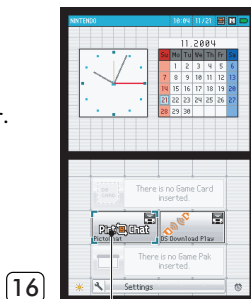
PictoChat allows you to use the Nintendo DS to send and receive wireless messages and pictures from other DS users. Up to 16 people can be in one of four chat rooms. See **IMPORTANT PRIVACY INFORMATION** on page 10.

1. Turn the power on. Select the PictoChat panel from the DS Menu Screen. (Illustration 16.)
2. The chat room selection screen will appear. Select one of the chat rooms to join. (Illustration 17.)

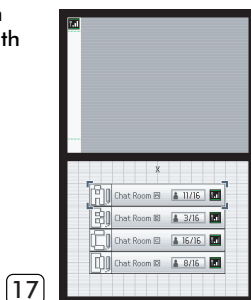
The number in each panel indicates how many people are in that chat room. If the total number of participants is already at maximum (16/16), you cannot join that chat room.

The icon on the right side of the box indicates the signal strength for communicating with that chat room. See Wireless Signal Strength on page 15 for information about this icon.

3. The PictoChat screen will appear for the chat room you have selected. (Illustration 18.)



PictoChat panel

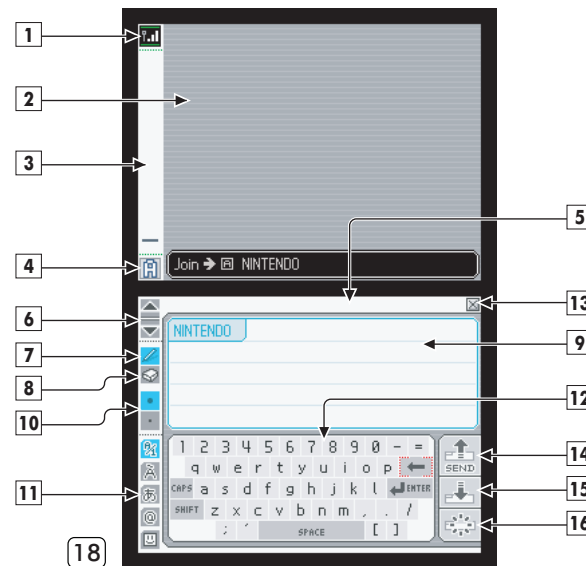


PictoChat Screen

1. **Signal Strength Icon** - Indicates signal strength for your chat room.
2. **Message Display** - Displays messages or pictures sent or received.
3. **Scroll Bar** - Displays messages or pictures by user color. Each line represents one message.
4. **Chat Room Letter** - Shows which of the four chat rooms you are in.
5. **Chat Member Bar** - Lists the names of participants in the chat room. Touch the name to see that participant's message. (See page 23 on how to create a message.)

6. **Scroll Button** - Scrolls up or down through message history.
7. **Pen Tool** - Use for drawing pictures on the Input Board.
8. **Eraser Tool** - Use to erase lines from the Input Board.
9. **Input Board** - Text or lines appear here before selecting SEND.
10. **Pen Thickness** - Select either a thick or thin line for drawing pictures.
11. **Keyboard Style** - Select from the different keyboard styles. (See Using the On-Screen Keyboard, pages 18-19.)
12. **Keyboard Panel** - Use the stylus or the +Control Pad and A/B Buttons to select letters for your messages.
13. **Exit Button** - Touch to leave the current chat room.
14. **Send Button** - Touch to send your message or picture.
15. **Copy Button** - Touch to copy the last message or picture from the Message Display to your Input Board.
16. **Clear Button** - Touch to clear your Input Board of all information.

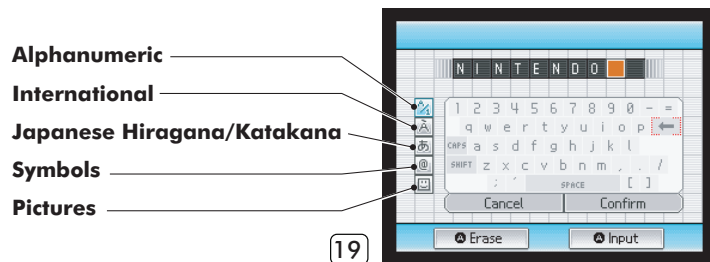
PictoChat Screen



Using the On-Screen Keyboard

The on-screen keyboard functions like a simple computer keyboard. The keyboard style can be selected from the menu on the left side of the keyboard. There are five styles of keyboards, as shown below. (Illustration 19.) Two styles are shown; however, they all work the same way.

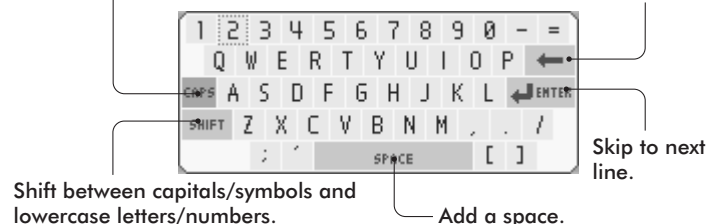
Select letters by using either the stylus or the +Control Pad and A/B Buttons.



Alphanumeric

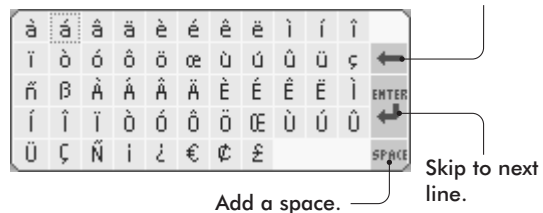
Shift between capital and lowercase letters.

Backspace or erase character.



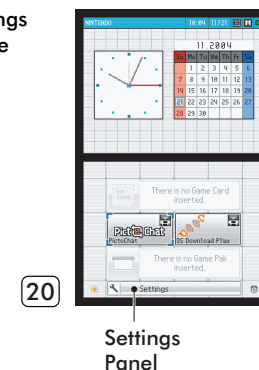
International

Backspace or erase character.



Settings Menu – Changing System Settings

Various items can be adjusted from the Settings Menu. To access the Settings Menu, touch the Settings Panel on the DS Menu Screen. (Illustration 20.)



Settings Panel

The Setting Menu will appear. Each of the four menu panels will open a different set of options you can adjust. (Illustration 21.)

- (1) Options:
 - Startup Mode
 - Screen Language
 - Game Boy Advance Screen
- (2) Clock:
 - Date
 - Alarm
 - Time
- (3) User:
 - Color
 - Birthday
 - Nickname
 - Message



Menu Panels

(4) Touch Screen

Select the menu panel for the options you would like to adjust.

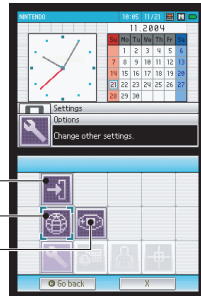
See pages 20-23 for a description and instructions for each option.

NOTE: After changing any system settings, the DS will save the new settings and shut itself off. Turn the power on to see the new settings and resume using the DS.

(1) Options (Illustration 22.)

Start-up Mode
Screen Language
Game Boy Advance
Screen

22



- **Start-up Mode**

This option sets the mode the DS will start in when the power is turned on. Select from Manual or Auto mode.

In A (AUTO) mode, the DS will load a game if there is a Game Card or Game Pak in either slot. The DS will load the Game Card first if both slots have games in them. If no game is loaded, the DS Menu Screen will appear.

In M (MANUAL) mode, the DS Menu Screen will appear. (Illustration 23.)

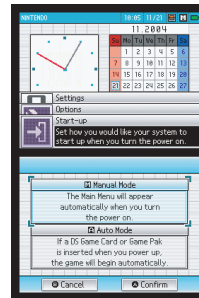
- **Screen Language**

This option sets the language used for non-game functions like menus. (Illustration 24.)

- **Game Boy Advance Screen**

This option allows you to set which screen you would like to use as the game screen when a Game Boy Advance game is played on the DS. (Illustration 25.)

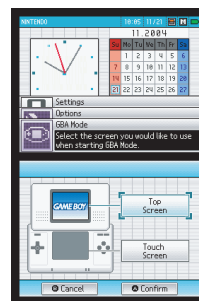
23



24



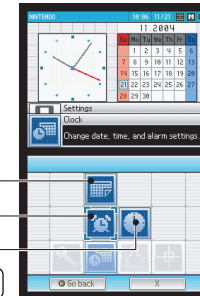
25



(2) Clock (Illustration 26.)

Date
Alarm
Time

26



- **Date**

This option sets the month, day, and year for the system calendar. Touch the up/down arrows to adjust the numbers. Select "Confirm" when you are finished setting the date. (Illustration 27.)

27

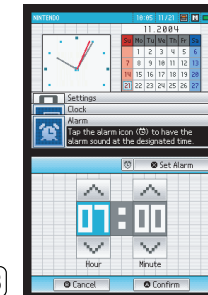


- **Alarm**

This option allows you to use the DS as an alarm. When the alarm is turned on, you will not be able to use the DS in any other mode until the alarm is turned off. The alarm can be turned off by touching any button or the Touch Screen.

Touch the up/down arrows to adjust the numerals. Select "Confirm" when you are finished setting the time. (Illustration 28.)

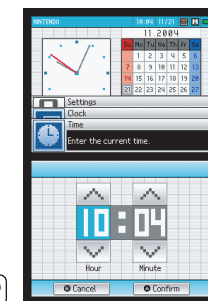
28



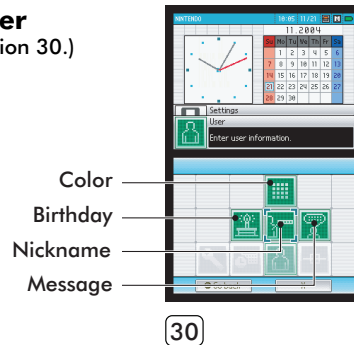
- **Time**

This option sets the time for the system clock. Touch the up/down arrows to adjust the numbers. Select "Confirm" when you are finished setting the date. (Illustration 29.)

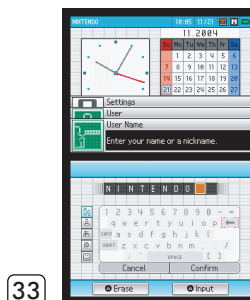
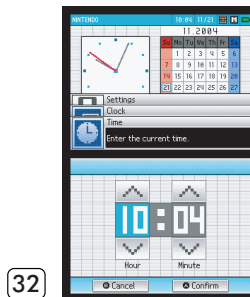
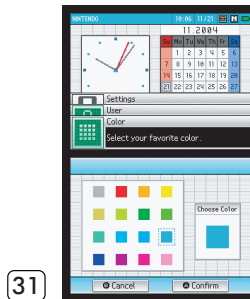
29



(3) User (Illustration 30.)

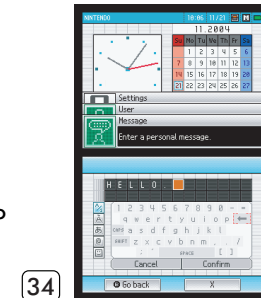


- Color**
 Touch the color sample to set the background screen color. Select "Confirm" when you are finished selecting your color. (Illustration 31.)
- Birthday**
 Touch the up/down arrows to adjust the numbers. Select "Confirm" when you are finished setting the date. (Illustration 32.)
- User Name**
 This options allows you to enter your nickname. Your nickname may appear during PictoChat on other participants screens. We recommend selecting a gender neutral nickname. (See #5 on page 16.)
 Use the on-screen keyboard to enter up to ten characters. (Illustration 33.)
 See page 18 for information on how to use the on-screen keyboard.
- Message**
 See page 23.



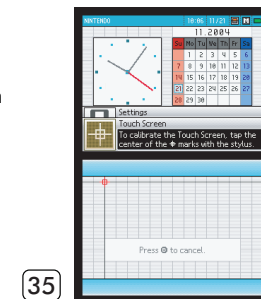
(3) User (cont.)

- Message**
 This options allows you to enter a message. Your message may appear during PictoChat on other participants screens. (See #5 on page 16.)
 Use the on-screen keyboard to enter up to 18 characters. See page 18 for more information on how to use the on-screen keyboard. (Illustration 34.)



(4) Touch Screen

- Touch Screen**
 Select this option to realign the stylus with the Touch Screen. Follow the on-screen instructions and carefully touch the indicated marks on the Touch Screen. (Illustration 35.)



Troubleshooting

Before seeking assistance, check the following information.

The screen stays blank even though the power is on.

- Make sure the battery pack is charged. The power indicator LED should light red or green depending on how much charge is in the battery.
- Turn the power off. Wait a few moments, then turn the power on.
- Turn the power off. Remove game and reinsert it, then turn the power on.
- If you are using the AC Adapter, make sure it is securely connected to both the Nintendo DS and the wall outlet.

Image appears but there is no sound.

- Try adjusting the volume control.
- If headphones or the headphone adapter are attached to the Nintendo DS, sound will not come through the speakers.
- If you are using headphones, make sure they are securely plugged into the headphone jack or headphone adapter.
- Some games may have no sound during parts of the game.

Image appears but system is locked up.

- Make sure the game is inserted completely into the appropriate slot.
- Turn the power off. Remove game and reinsert it, then turn the power on.
- Make sure the game connector and game slots are clean and free of foreign material.

Battery life seems short and charging takes a long time.

- Make sure the surrounding temperature is above 50 degrees. Low temperatures will adversely affect battery performance.
- Battery life may also decrease over time. After 500 recharges, battery life may be only 70% of the battery life when new.

Game Boy Game Pak does not fit into the Nintendo DS.

- Make sure you are using a Game Boy Advance Game Pak. Slot 2 on the Nintendo DS will only work with DS accessories and Game Boy Advance Game Paks.

Wireless game play or communication does not work.

- Make sure the game supports wireless game play.
- For Multi-Card play, each DS system must have a Game Card inserted.
- Make sure all DS systems are within 30 feet (10 m) or less of each other to begin with. The signal strength should be at least two bars.
- Review the instruction booklet for the game you are playing for correct setup instructions.

Troubleshooting (cont.)

Wireless game play or communication seems interrupted or unstable.

- Make sure all DS systems are within 30 feet (10 m) or less of each other to begin with. The signal strength should be at least two bars.
- Make sure there are no obstructions between the systems.
- Make sure the systems are facing each other.
- Make sure the batteries are charged.
- Check for interference from other devices (wireless LAN, microwave ovens, cordless devices, computers), and move to another location or turn off the interfering device if necessary.

PictoChat doesn't work.

- Make sure there are no more than 16 participants in one chat room.
- Review the PictoChat instructions on pages 16-17.

The Touch Screen doesn't work.

- Make sure you are using the stylus on the correct area of the Touch Screen.
- Check the alignment of the stylus contact point using the Touch Screen adjustment (see page 23).
- Review the instruction booklet for the game you are playing for correct operation of the stylus.

The microphone doesn't work.

- Only games designed to use the microphone feature will work with the microphone. Make sure the game you are playing includes this feature.
- If using an external microphone, make sure it is plugged securely into the microphone jack.

When the power is turned OFF there is an after-image left on the screen.

- An after-image may appear on the screen after turning the power off. This after-image will not damage the DS and will disappear after a short time.

When playing Game Boy Advance games, the Multi-player features don't work.

- Multi-player features on Game Boy Advance games don't work on the Nintendo DS.

If your Nintendo DS still does not operate correctly after trying the above remedies, please visit the customer service area of our website at www.nintendo.com or call 1-800-255-3700.

Warranty & Service Information

Rev. O

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700, rather than going to your retailer. Hours of operation are 6 a.m. to 7 p.m., Pacific Time, Monday - Sunday (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase. If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

GAME & ACCESSORY WARRANTY

Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call the Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting information and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

WARRANTY LIMITATIONS

THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED IN DURATION TO THE WARRANTY PERIODS DESCRIBED ABOVE (12 MONTHS OR 3 MONTHS, AS APPLICABLE). IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY IMPLIED OR EXPRESS WARRANTIES. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATIONS MAY NOT APPLY TO YOU.

This warranty gives you specific legal rights. You may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

This warranty is only valid in the United States and Canada.



MC

Health and Safety Precautions Booklet

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

IF THIS PRODUCT WILL BE USED BY YOUNG CHILDREN,
THIS MANUAL SHOULD BE READ AND EXPLAINED TO THEM
BY AN ADULT. FAILING TO DO SO MAY CAUSE INJURY.



⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

- To reduce the likelihood of a seizure when playing video games:
 - Sit or stand as far from the screen as possible.
 - Play video games on the smallest available television screen.
 - Do not play if you are tired or need sleep.
 - Play in a well-lit room.
 - Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and seek medical attention.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

⚠ WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your physician or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

HARDWARE PRECAUTIONS / MAINTENANCE

- Do not disassemble or try to repair the Nintendo DS, components or accessories. Doing so voids your warranty.
- Always turn the Nintendo DS power OFF before loading or removing a Game Card. Insert the Game Card completely until it clicks into place, without forcing either the Game Card or the Nintendo DS.
- Do not store the Nintendo DS in a humid place, on the floor or in any location where it may contact moisture, dirt, dust, lint, or other foreign material.
- Do not drop, hit or otherwise abuse the Nintendo DS, components or accessories. This may damage the LCD screens or other precision components of the Nintendo DS.
- Make sure all connections to the Nintendo DS are made carefully and inserted into the correct locations only. Hold plugs straight when inserting them into a socket.
- When disconnecting any plugs from the Nintendo DS or wall outlet, first turn the Nintendo DS OFF. Then carefully pull by the plug itself rather than by the cord. Do not step on, sharply pull or bend any wires or cables.
- Do not expose the Nintendo DS, Game Cards or any of the Nintendo DS components or accessories to extreme heat or cold. The liquid crystal displays (LCD) may become slower or may not work when the temperature is low. The LCD will deteriorate at a high temperature. Take care not to expose the Nintendo DS to direct sunlight for extended periods of time.
- The LCD screens may be damaged by sharp objects or pressure. Take great care to protect the displays from scratches or stains.
- Connect **ONLY** accessories designed and licensed for use with the Nintendo DS to any external connectors.
- Do not spill liquids on the Nintendo DS, Game Cards or other components or accessories. If the Nintendo DS comes into contact with liquids, wipe clean with a soft, slightly damp cloth (use water only). Remove the battery cover and battery. **If liquid came into contact with the battery, do not reuse it.** Call Nintendo Customer Service at 1-800-255-3700 for further instructions on battery replacement and possible service to your Nintendo DS.
- Do not rapidly turn the power switch ON and OFF, as this may shorten the life of the battery and cause Game Cards to lose your stored game information.

Manuel de précautions concernant la santé et la sécurité

RENSEIGNEMENTS IMPORTANTS SUR LA SÉCURITÉ AU JEU - VEUILLEZ LIRE LES AVERTISSEMENTS SUIVANTS AVANT QUE VOUS OU VOTRE ENFANT JOUIEZ AVEC DES JEUX VIDÉO.

SI CE PRODUIT EST UTILISÉ PAR DE JEUNES ENFANTS,
LES AVERTISSEMENTS SUIVANTS DOIVENT LEUR ÊTRE LUS ET
EXPLIQUÉS PAR UN ADULTE. LES IGNORER PEUT ENTRAÎNER
DES BLESSURES.

⚠ AVERTISSEMENT- Danger d'attaque

- Même si elles n'ont jamais connu de tels problèmes auparavant, certaines personnes (environ 1 sur 4 000) peuvent, pendant qu'elles regardent la télévision ou s'amuse avec des jeux vidéo, être victimes d'une attaque ou d'un évanouissement déclenché par des lumières ou motifs clignotants.
- Si vous connaissez une telle attaque, une perte de conscience ou des symptômes reliés à l'épilepsie, consultez votre médecin avant de jouer avec des jeux vidéo.
- Les parents doivent surveiller leurs enfants pendant que ces derniers jouent avec des jeux vidéo. Arrêtez de jouer et consultez un médecin, si vous ou votre enfant présentez les symptômes suivants :

convulsions	tics oculaires ou musculaires
troubles de la vue	mouvements involontaires
perte de conscience	désorientation

- Pour diminuer les possibilités d'une attaque pendant le jeu :
 - Tenez-vous aussi loin que possible de l'écran.
 - Jouez sur l'écran de télévision le plus petit disponible.
 - Ne jouez pas si vous êtes fatigué ou avez besoin de sommeil.
 - Jouez dans une pièce bien éclairée.
 - Interrompez chaque heure de jeu par une pause de 10 à 15 minutes.

⚠ AVERTISSEMENT- Blessures dues aux mouvements répétitifs et tension oculaire

Après quelques heures, les jeux vidéo peuvent irriter les muscles, les articulations, la peau ou les yeux. Suivez les instructions suivantes pour éviter des problèmes tels que la tendinite, le syndrome du tunnel carpien, l'irritation de la peau ou les tensions oculaires.

- Évitez de jouer pendant des périodes excessives. Il est recommandé aux parents de voir à ce que leurs enfants jouent pendant des périodes appropriées.
- Même si vous ne croyez pas en avoir besoin, faites une pause de 10 à 15 minutes à chaque heure de jeu.
- Si vous éprouvez fatigue ou douleur aux mains, aux poignets et aux bras ou si vos yeux deviennent fatigués et douloureux pendant le jeu, cessez de jouer et reposez-vous pendant plusieurs heures avant de jouer à nouveau.
- Si la douleur aux mains, aux poignets, aux bras et aux yeux persite pendant ou après le jeu, cessez de jouer et consultez un médecin.

⚠ AVERTISSEMENT- Écoulement du liquide de la pile

Le Nintendo DS contient une batterie au lithium-ion. L'écoulement d'ingrédients contenus dans la batterie ou les éléments combustibles des ingrédients peuvent causer des blessures personnelles et endommager votre Nintendo DS. Dans le cas d'un écoulement de la batterie, éviter tout contact avec la peau. Dans un cas de contact, lavez l'aire contaminée avec de l'eau savonneuse. Dans le cas de contact avec les yeux, rincez abondamment à l'eau claire et voyez un médecin.

Pour éviter l'écoulement d'acide des piles :

- N'exposez pas la batterie à des vibrations ou à des chocs excessifs; tenez-les au sec.
- Ne as démonter, ni tenter de réparer, ni de déformer la pile.
- Ne jamais jeter les piles dans les flammes.
- Ne pas toucher les points de connexion de la pile, ni causer de court circuit entre les points de connexion et un objet de métal.
- Ne retirez pas, ni n'endommagez, l'étiquette de la batterie.

⚠ AVERTISSEMENT- Interférence avec les fréquences radio

Le Nintendo DS peut émettre des ondes radio pouvant affecter le fonctionnement d'appareils électroniques rapprochés, incluant les stimulateurs cardiaques.

- Ne pas jouer avec le Nintendo DS à moins de 22 cm d'un stimulateur cardiaque, quand vous utilisez sa caractéristique de jeu sans fil.
- Si vous portez un stimulateur cardiaque ou tout autre mécanisme médical implanté, ne pas utiliser la caractéristique de jeu sans fil du Nintendo DS avant d'avoir d'abord consulté votre médecin ou le manufacturier du mécanisme implanté.
- Observez tous les règlements concernant l'utilisation des mécanismes sans fil dans des endroits tels que les hôpitaux, les aéroports et à bord des avions. Leur fonctionnement dans ces endroits peut interférer avec l'équipement ou en causer le mauvais fonctionnement, ayant pour résultat des blessures ou des dommages matériels.

PRÉCAUTIONS À PRENDRE ET ENTRETIEN DE L'APPAREIL

- Ne démontez pas le Nintendo DS, ses composants et accessoires, et n'essayez pas de les réparer ce qui pourrait causer l'annulation de la garantie.
- Éteignez toujours le Nintendo DS avant d'insérer ou d'en retirer une carte de jeu. Insérez complètement la carte de jeu jusqu'au dé clic, sans forcer ni la carte, ni le Nintendo DS.
- Ne rangez pas le Nintendo DS dans un endroit humide, près du sol ou dans aucun endroit où il pourrait être contaminé par de l'humidité, des saletés, de la poussière, de la charpie ou d'autres corps étrangers.
- N'échappez pas, ne frappez pas et n'utilisez pas abusivement le Nintendo DS, ses composants et ses accessoires.
- Assurez-vous que tous les raccords au Nintendo DS sont effectués correctement. Tenez les fiches droites lorsque vous les insérez dans les prises.
- Quand vous déconnectez une fiche d'une prise du Nintendo SP ou d'une prise murale, éteignez d'abord le Nintendo DS. Tirez ensuite soigneusement sur la prise elle-même et non sur le cordon. Ne marchez pas sur les cordons, ne les tirez pas brusquement, ne pliez pas les fils, ni les cordons.
- N'exposez pas le Nintendo DS, les cartes de jeu, ni aucun des composants ou accessoires du Nintendo DS à des températures extrêmes. L'affichage à cristaux liquides (LCD) pourrait en être ralenti ou ne plus fonctionner à basse température. Les cristaux liquides se détérioreront à haute température. Assurez-vous de ne pas exposer le Nintendo DS directement aux rayons du soleil pendant de longues périodes de temps.

Folleto de Precauciones de Salud y Seguridad

INFORMACION DE SEGURIDAD IMPORTANTE - LEA LAS SIGUIENTES ADVERTENCIAS ANTES DE QUE USTED O SUS HIJOS JUEGUEN JUEGOS DE VIDEO

SI ESTE PRODUCTO SERA USADO POR NIÑOS JOVENES, UN
ADULTO LES DEBE LEER Y EXPLICAR EL CONTENIDO DE ESTE
FOLLETO. DEJAR DE HACERLO PODRIA CAUSAR UNA HERIDA.

⚠ AVISO - Convulsiones

- Algunas personas (una de cada 4000) pueden tener ataques o desmayos a causa de destellos de luz momentánea, como la luz del televisor o la luz de los juegos de video, aun cuando nunca antes hayan tenido un ataque.
- Cualquier persona que haya tenido convulsiones, desmayos, o algún síntoma asociado a una condición epiléptica debe consultar un médico antes de jugar con juegos de video.
- Los padres de familia deben de vigilar a sus hijos mientras que éstos jueguen los juegos de video. Deje de jugar y consulte con un médico si usted o sus hijos tienen alguno de los siguientes síntomas:

Convulsiones	Contorsiones de ojos o de músculos
Visión alterada	Movimientos involuntarios
Desorientación mental	Desmayos o Pérdida de consciencia

- Para evitar la posibilidad de un ataque mientras juegue los juegos de video:
 - Siéntese lo más lejos posible de la pantalla.
 - Juegue los juegos de video en la pantalla más pequeña que tenga disponible.
 - No juegue si siente cansancio o necesita dormir.
 - Juegue en una habitación bien iluminada.
 - Descanse de 10 a 15 minutos por cada hora que juegue.

⚠ AVISO - Lesiones por Tensión Repetitiva y Cansancio de Ojos

Después de varias horas, el jugar juegos de video puede causar dolor en los músculos, muñecas, piel, o en los ojos. Siga estas instrucciones para evitar problemas como Tendonitis, el síndrome Carpal Tunnel, irritación de la piel o cansancio de los ojos:

- Evite juego excesivo. Se recomienda que los padres vigilen a sus hijos para asegurar juego apropiado.
- Descanse de 10 a 15 minutos cada hora que juegue, aun cuando no sienta fatiga, o no piense que necesite descansar.
- Si siente cansancio de manos, muñecas o brazos mientras juegue, deje de jugar y descanse durante varias horas antes de continuar jugando.
- Si continúa con dolor en las manos, muñecas, o brazos durante el juego o después de jugar, deje de jugar y consulte con un médico.

⚠ AVISO - Fuga de la Batería

El Nintendo DS contiene una batería recargable de tipo Litio Ion. La fuga de los ingredientes contenidos dentro de la batería, o el producto de la combustión de tales ingredientes, puede causar daño personal al igual que daño a su Nintendo DS. Si ocurre una fuga de líquido, evite contacto con la piel. Si ocurre contacto, inmediatamente lave totalmente con jabón y agua. Si el líquido de la batería hace contacto con los ojos, sin demora limpie completamente con agua y consulte a un médico.

Para evitar la fuga de la batería:

- No exponga la batería a excesivos golpes físicos, vibración, o líquidos.
- No desarme, intente reparar, ni deformar la batería.
- No deseche la batería en el fuego.
- No toque los terminales de la batería ni cause un corto circuito entre los terminales con un objeto de metal.
- No remueva ni dañe la etiqueta de la batería.

⚠ AVISO - Interferencia de Radio frecuencia

El Nintendo DS puede emitir ondas de radio que pueden afectar la operación de dispositivos electrónicos cercanos, incluyendo marcapasos cardiacos.

- No use el Nintendo DS dentro de 9 pulgadas de un marcapasos al usar las opciones inalámbricas.
- Si ud. tiene un marcapasos o otro aparato medico injertado, no use las opciones inalámbricas del Nintendo DS sin primero haber consultado con su doctor o el fabricante del aparato médico.
- Observe y siga todas las normas y regulaciones con respecto al uso de aparatos inalámbricos en sitios como hospitales, aeropuertos, y abord de aviones. Operar su sistema en estos sitios podría interferir o causar funcionamiento defectuoso de instrumentos, resultando en heridas a personas o daño a propiedades.

PRECAUCIONES Y MANTENIMIENTO PARA EL EQUIPO

- No desarme o intente reparar el Nintendo DS, componentes, ni accesorios. Hacer esto anula su garantía.
- Siempre apague (OFF) el Nintendo DS antes de insertar o sacar la Tarjeta de Juego. Inserte la Tarjeta de Juego completamente hasta que suene, sin forzar a la Tarjeta ni al Nintendo DS
- No guarde el Nintendo DS en un lugar húmedo, sobre el suelo o en ningún sitio donde pueda recoger humedad, suciedad, polvo, pelusa u otras materias extrañas.
- No deje caer, golpee o de otra manera abuse al Nintendo DS, componentes, o accesorios. Esto puede dañar las pantallas de LCD (Presentación de Cristal Líquido) u otros componentes de precisión del Nintendo DS.
- Asegúrese de que todas las conexiones del Nintendo DS se hagan con cuidado y se inserten sólo en los lugares correctos. Agarre las clavijas en forma recta al introducirlas en los enchufes.
- Al desconectar cualquier clavija del Nintendo DS o toma corriente, primero apague el Nintendo DS. Luego con cuidado hale directamente por las clavijas en lugar del cordón. No pise, hale con fuerza, o doble ningún cordón o alambre.
- No exponga el Nintendo DS, los juegos, o cualquiera de sus componentes o accesorios a temperaturas extremas de frío o calor. Las pantallas de Cristal Líquido (LCD) se podrían volver lentas o tal vez dejar de funcionar cuando la temperatura esté baja. La pantallas LCD se deteriorarán a altas temperaturas. Tenga cuidado de no exponer el Nintendo DS directamente a la luz del sol por períodos de tiempo prolongados.

HARDWARE PRECAUTIONS / MAINTENANCE (CONT.)

12. To avoid dirt or dust from getting into the Nintendo DS, always leave a Game Card and Game Boy® Advance Game Pak loaded (with the power off), when not in use.
13. When using an AC adapter, make sure you are using the correct model appropriate for your Nintendo DS. Always unplug the AC adapter from the wall outlet when not in use.
14. Do not use the AC adapter if the cable or plug are damaged.
15. The AC adapter is intended to be correctly oriented in a vertical or floor mounted position.

GAME CARD PRECAUTIONS / MAINTENANCE

1. Avoid touching the connectors with your fingers. Do not blow on them or allow them to get wet or dirty. Doing so may damage the Game Card and/or the Nintendo DS.
2. The Game Card is a high precision electronic device. Do not store it in places that are very hot or cold. Do not hit, drop or otherwise abuse it. Do not attempt to take it apart.
3. Do not clean with benzene, paint thinner, alcohol or any other solvent.
4. Always check the Game Card edge connector for foreign material before inserting the Game Card into the Nintendo DS.

REGULATIONS FOR EQUIPMENT USE IN U.S.A. AND CANADA

FCC and Industry Canada Information

In order to comply with FCC radio-frequency radiation exposure guidelines for an uncontrolled exposure, this device and its antenna must not be co-located or operating in conjunction with any other antenna or transmitter.

This device complies with Part 15 of the FCC Rules and RSS-210 of Industry Canada. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept interference received, including interference that may cause undesired operation.

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate this device.

This equipment has been tested and found to comply with the limits of a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician or call Nintendo Consumer Service at 1-800-255-3700 for assistance.

The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

The term IC before the certification/registration number only signifies that the Industry Canada technical specifications were met.

TM and ® are trademarks of Nintendo. © 2004 Nintendo. All Rights Reserved. Nintendo of Canada Ltd., Authorized User in Canada.

PRÉCAUTIONS À PRENDRE ET ENTRETIEN DE L'APPAREIL (SUITE)

8. Les cristaux liquides peuvent être endommagés par les objets pointus ou de fortes pressions. Protégez toujours les écrans contre les égratignures et les taches.
9. Raccordez SEULEMENT des accessoires conçus et brevetés pour leur utilisation avec le Nintendo DS aux prises externes.
10. Ne répandez aucun liquide sur le Nintendo DS, ses composants et accessoires. Si le Nintendo DS entre en contact avec un liquide, essuyez-le avec un linge doux légèrement humide (n'utilisez que de l'eau). Retirez le couvercle du logement de la batterie et vérifiez cette dernière. **Dans le cas de contact entre un liquide et la batterie, retirez cette dernière et ne la réutilisez pas.** Appelez le Service à la clientèle de Nintendo au 1 (800) 255 3700 pour obtenir des directives concernant le remplacement de la batterie et la réparation possible du Nintendo DS.
11. Ne jouez pas à répétition sur le contrôle d'alimentation (ON/OFF), ce qui pourrait raccourcir la durée de la batterie et causer la perte des données sauvegardées sur la carte de jeu.
12. Pour éviter toute contamination du Nintendo DS par les saletés et la poussière, laissez toujours une carte de jeu et un logiciel de Game Boy® Advance dans l'appareil (éteint) quand vous ne l'utilisez pas.
13. Quand vous utilisez un adaptateur AC, assurez-vous d'utiliser le modèle correct approprié au Nintendo DS. Débranchez toujours l'adaptateur AC de la prise murale lorsque vous ne jouez pas.
14. N'utilisez pas l'adaptateur AC si le câble ou le cordon est endommagé.
15. L'adaptateur AC est conçu pour son insertion dans une prise verticale ou de plancher.

PRÉCAUTIONS À SUIVRE ET ENTRETIEN DE LA CARTE DE JEU

1. Évitez de toucher aux points de connexion. Ne soufflez pas dessus et ne permettez pas à ces points de devenir humides ou sales, ce qui pourrait endommager la carte de jeu et/ou le Nintendo DS.
2. La carte de jeu est un mécanisme électronique de grande précision. Ne le rangez pas dans des endroits très chauds, ni très froids. Ne pas le frapper, l'échapper, ni en abuser que quelque façon que ce soit. Ne pas le démonter.
3. Ne nettoyez pas la carte avec de la benzine, du solvant, de l'alcool, ni d'autres solvants quels qu'ils soient.
4. Vérifiez toujours le point de connexion de la carte de jeu pour en retirer tout corps étranger, avant de l'insérer dans le Nintendo DS.

RÈGLEMENTS CONCERNANT L'UTILISATION DE L'ÉQUIPEMENT AUX É.-U. ET AU CANADA

Renseignements sur la FCC et Industrie Canada

Afin de respecter les directives sur l'exposition aux fréquences radio de la FCC et concernant les expositions non contrôlées, le présent mécanisme et son antenne ne peuvent pas être situés au même endroit, ni fonctionner en coopération avec tout autre antenne ou transmetteur.

Le présent mécanisme respecte l'article 15 des règlements de la FCC et RSS-210 d'Industrie Canada. Son utilisation est sujet aux deux conditions suivantes : (1) Ce mécanisme ne doit pas causer d'interférence nuisible, et (2) ce mécanisme doit accepter toute interférence extérieure, y compris celle pouvant entraîner un mauvais fonctionnement.

Tout changement ou modification non approuvé expressément par le manufacturier pourrait annuler le droit de l'utilisateur à utiliser le présent mécanisme.

Pour prévenir l'interférence radio avec des services autorisés, ce mécanisme a été conçu pour son utilisation à l'intérieur, loin des fenêtres, de manière à offrir une protection maximum. L'équipement (ou son antenne de transmission) installé à l'extérieur est sujet à l'obtention d'une autorisation.

Le présent équipement a été testé et satisfait aux limites des mécanismes numériques de catégorie B, suivant l'article 15 des règlements de la FCC. Ces limites sont conçues pour offrir une protection raisonnable contre des interférences nuisibles dans des installations résidentielles. Le présent équipement génère, utilise et peut irradier l'énergie des fréquences radio et, s'il n'est pas installé, ni utilisé, conformément aux instructions, il peut causer une interférence nuisible aux communications radio. Cependant, il n'est pas garanti qu'une telle interférence ne puisse se produire dans une installation particulière. Si le présent équipement cause une interférence nuisible à la réception d'un signal radio ou télévisé, ce qui peut être déterminé en éteignant et en rallumant l'équipement, il est recommandé à l'utilisateur de corriger la situation en prenant une ou plusieurs des mesures suivantes :

- En réorientant ou en relocalisant l'antenne de réception
- En augmentant l'espace entre l'équipement et le récepteur
- En branchant l'équipement dans une prise d'un circuit autre que celui où est branché le récepteur
- En consultant un détaillant ou un technicien radio/télévision d'expérience, ou en appelant le Service à la clientèle de Nintendo au 1 (800) 255-3700 pour demander de l'aide.

L'utilisateur pourrait trouver utile de consulter une brochure préparée par la Federal Communications Commission américaine : How to Identify and Resolve Radio-TV Interference Problems. Elle est offerte par le U.S. Government Printing Office, Washington, D.C. 20402, no de stock 004-000-00345-4.

Les lettres «IC» placées devant un numéro de certification ou d'enregistrement signifient seulement que le produit respecte les spécifications techniques d'Industrie Canada.

MC et R sont des marques de commerce de Nintendo. © 2004 Nintendo. Tous droits réservés. Nintendo of Canada Ltd., usager autorisé au Canada.

PRECAUCIONES Y MANTENIMIENTO PARA EL EQUIPO (CONT.)

8. Las pantallas LCD pueden ser dañadas por presión u objetos afilados. Tenga mucho cuidado con las pantallas LCD y protéjalas de rasguños o manchas.
9. En cualquier conector externo (external connector) conecte SOLAMENTE accesorios diseñados y licenciados para uso con el Nintendo DS.
10. No derrame líquidos en el Nintendo DS, en las Tarjetas de Juegos, o en otros componentes o accesorios. Si el Nintendo DS, hace contacto con un líquido, límpielo con un paño suave y levemente húmedo (use agua solamente). Remueva la cobertura de la batería para revisarla. **Si el líquido hizo contacto con la batería, remuévala y no la vuelva usar.** Llame al número de Servicio al Cliente de Nintendo al 1-800-255-3700 para más instrucciones sobre el reemplazo de la batería y posible servicio a su Nintendo DS.
11. No prenda (ON) y apague (OFF) rápidamente su sistema porque esto puede reducir la vida de la batería y causar la pérdida de información grabada en las Tarjetas de Juegos.
12. Para evitar que suciedad o polvo caiga dentro del Nintendo DS cuando no esté en uso, siempre deje insertada una Tarjeta de Juego y un Cartucho de Juego de Game Boy Advance (con el interruptor de prender apagado --OFF).
13. Al utilizar el AC Adapter (adaptador AC), asegúrese de utilizar el modelo apropiado para su Nintendo DS. Siempre desconecte el AC Adapter de la pared, cuando no se encuentre en uso.
14. No utilice el AC Adapter si el cordón o enchufe están dañados.
15. El AC Adapter debe de ser colocado en una posición vertical o montado en el piso.

PRECAUCIONES Y MANTENIMIENTO PARA LAS TARJETAS DE JUEGOS

1. Evite tocar los conectores metálicos con los dedos. No sope en los conectores, ni permita que éstos se mojen o se ensucien. Tocar, soplar o permitir que los conectores se ensucien puede dañar la Tarjeta de Juego y/o el Nintendo DS.
2. La Tarjeta de Juego es un dispositivo de alta precisión electrónica. No la guarde en lugares donde la temperatura sea muy alta o muy baja. No la golpee, deje caer, o de otra manera maltrate. No intente desarmarla.
3. No limpie la Tarjeta de Juego con bencina, ingredientes para quitar pintura, alcohol o cualquier otro solvente.
4. Siempre revise que el filo de conectores en la Tarjeta de Juego esté libre de materiales extraños antes de introducirla en el Nintendo DS.

REGULACIONES SOBRE EL USO DEL EQUIPO EN CANADA Y EE.UU.

Información de la Industry Canada y la FCC

Para cumplir con las normas de la FCC en cuanto a exposición de radiación de radio frecuencia para una exposición incontrolada, este dispositivo y su antena no deben ser localizados con, o operados en conjunto con cualquier otra antena o transmisor.

Este artefacto cumple con la parte 15 de las reglas de la FCC al igual que RSS-210 de la Industry Canada. El funcionamiento se sujeta a las siguientes dos condiciones: (1) Este dispositivo no debe de causar interferencia perjudicial y (2) este aparato debe aceptar cualquier interferencia recibida, incluyendo interferencia que podría causar operación no deseada.

Cambios o modificaciones no aprobadas expresamente por el fabricante podrían anular la autorización del usuario para operar este aparato.

Este equipo ha sido probado y comprobado que cumple con los límites de un dispositivo digital de Clase B (Class B), de acuerdo con la parte 15 de las reglas de la FCC. Estos límites están diseñados para proveer protección razonable contra interferencia perjudicial en una instalación residencial. Este equipo genera, usa, y puede emitir energía de radio frecuencia y, si no se instala y usa de acuerdo a las instrucciones, puede causar interferencia perjudicial a comunicaciones de radio. Sin embargo, no hay garantía de que no ocurrirá interferencia con cualquier instalación. Si este equipo causa interferencia perjudicial a la recepción de radio o televisión, lo cual se puede determinar al apagar y prender el equipo, se anima al usuario a que intente corregir la interferencia por uno o más de los siguientes métodos:

- Vuelva a orientar o localizar a la antena receptor.
- Aumenta la separación entre el equipo y receptor.
- Conecte el equipo a un toma de corriente en un circuito diferente de donde está conectado el receptor.
- Consulte con el comerciante o un técnico experto en radio/televisión o llame al Servicio al Cliente de Nintendo 1-800-255-3700 para asistencia.

Es posible que el usuario encuentre útil el siguiente folleto preparado por la Comisión Federal de Comunicaciones (Federal Communications Commision): Cómo Identificar y Resolver Problemas de Interferencia de Radio-Televisión (How to Identify and Resolve Radio-TV Interference Problems). Este folleto está disponible a través de la Oficina de Impresión del Gobierno de los Estados Unidos (U.S. Government Printing Office), en Washington, D.C., 20402, Número de Existencia (Stock No.) 004-000-00345-4.

El Término "IC" antes del número de certificación/registro sólo significa que se han cumplido las especificaciones técnicas de Industry Canada

TM y son marcas registradas de Nintendo. © 2004 Nintendo. Todos los Derechos Reservados. Nintendo of Canada Ltd., Usuario Autorizado en Canadá.